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EMT

EASY MASKING TRANSITION

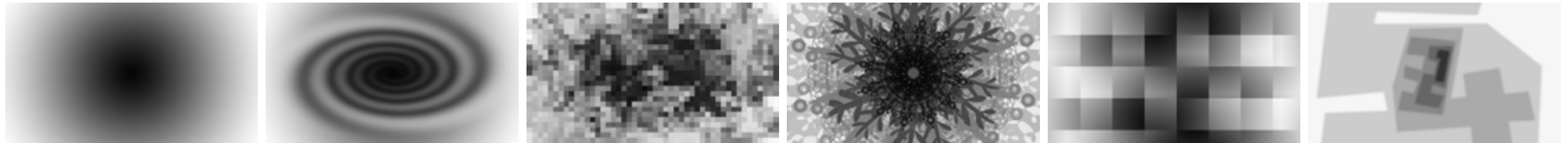
User Guide 1.0 - April 2015

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OVERVIEW

Easy Masking Transition is just a simple transition tool. It contains 40 unique transition effects.

With using graphic software (e.g. Photoshop / Illustrator), a user can also make an original new effect easily.



Other Features

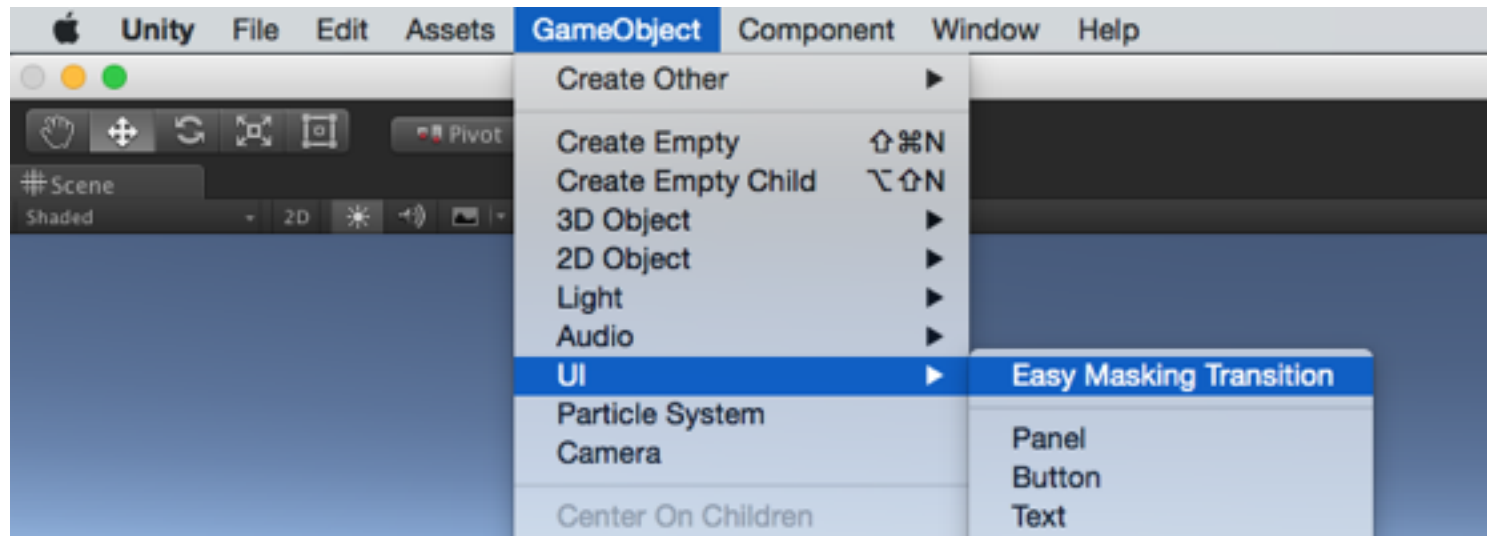
- Very easy to use (Add this tool from the Unity Menu).
- One draw call and light weight.
- Unified Unity UI (uGUI) and Event System.
- Optimized for mobile devices
- It's available to adjust various settings without playing.

Note

- Easy Masking Transition 1.0 is not compatible with version 0.9. If updating 1.0 from old version, it need to be replaced and set again.
- It is available to download version 0.9 : <http://fugaku36.com/assetstore/easymaskingtransition/emt090.zip>

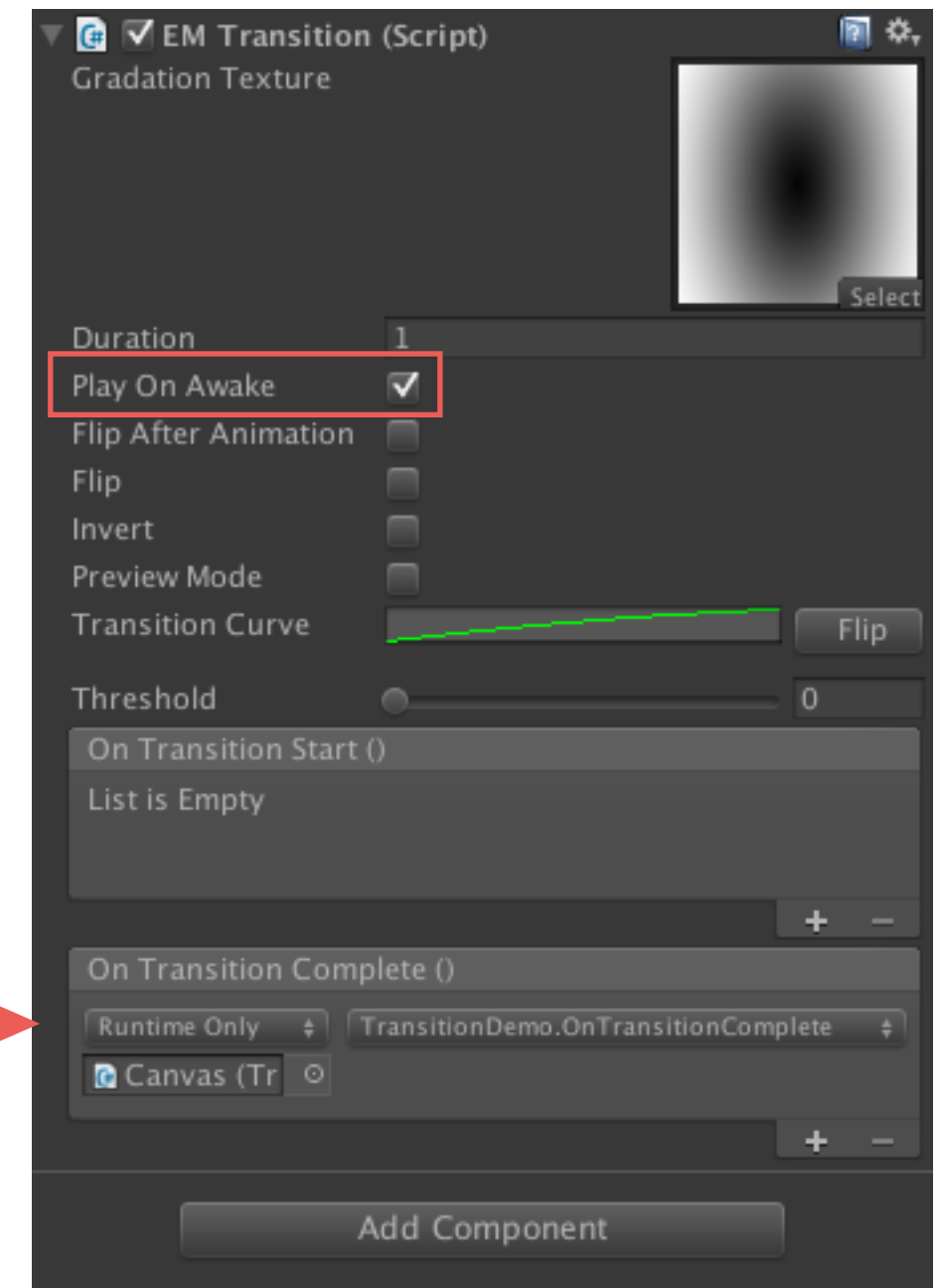
QUICK START

STEP1: Create Unity UI/Canvas and UI/EasyMaskingTransition.



STEP2: Add new script and write public method to call at the end of transition.
Assign the method to "On Transition Complete" in inspector window.

```
1 using UnityEngine;
2 using UnityEngine.UI;
3 using System.Collections;
4
5 public class TransitionDemo : MonoBehaviour
6 {
7     public void OnTransitionComplete()
8     {
9         Debug.Log("Complete");
10    }
11 }
```



STEP3: While playing the game, it calls at the expected time.

API

Variables

duration	float	The time in seconds the animation will take to complete.
playOnAwake	bool	If set to true, the transition will automatically start playing on awake.
flipAfterAnimation	bool	If set to true, the transition will automatically flip animation curve at the end of transition.
flip	bool	Toggle the animation curve between IN and OUT.
invert	bool	If set to true, the texture will be reversed negative/positive.
previewMode	bool	If set to true, the transition works as preview ping-pong mode for debug (inspector only).
transitionCurve	Animation Curve	Sets the type of easing used for the tween. It need to be set between (0, 0) and (1, 1).
threshold	float (0-1)	How far has the animation progressed.
onTransitionStart()	UnityEvent	The function to launch at the beginning of the animation.
onTransitionComplete()	UnityEvent	The function to launch at the end of the animation.

Public Functions

Play	Function	Plays a transition.
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Tips

If you would like to use multiple transitions, you should duplicate materials and assign to each transition.